

CLAIMS

1. A method of displaying markup language based Web page on a handheld device, wherein the handheld device comprises a browser, a virtual memory functionally connected to a horizontal pixel counter and a horizontal pixel filter and to a vertical pixel counter and a vertical pixel filter, a display memory functionally connected to the horizontal pixel filter and to the vertical pixel filter, and a display functionally connected to the display memory, the method comprising the steps of:

5 loading said Web page into the virtual memory;

10 reading from the virtual memory a bit stream of horizontal pixels and a bit stream of vertical pixels, and feeding the bit streams to the horizontal pixel counter and the vertical pixel counter respectively;

15 counting the horizontal pixels from the horizontal bit stream with the horizontal pixel counter and removing a portion of the horizontal pixels with the horizontal pixel filter;

counting the vertical pixels from the vertical bit stream with the vertical pixel counter and removing a portion of the vertical pixels with the vertical pixel filter;

20 storing the remaining horizontal and vertical pixels in the display memory; and

displaying the Web page from the display memory.

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2. A method according to claim 1 wherein the Web page is loaded over a wireless radio link.
3. A method according to claim 1 wherein the horizontal pixel counter and horizontal pixel filter flags and removes every fifth pixel from the horizontal bit stream.

4. A method according to claim 1 wherein the vertical pixel counter and vertical pixel filter flags and removes every third pixel from the vertical bit stream.
5. A method according to claim 1 wherein the downloaded Web page is stored in the virtual memory in 800x450 resolution.
- 5 6. A method according to claim 1 wherein compressed Web page is stored in the display memory for display in 640x300 resolution.
7. A handheld device comprising a browser for use in loading a markup language based Web page, a display memory, and a device display for viewing the Web page,

10 and the handheld device further comprises:

a virtual memory for storing the loaded Web page comprised of horizontal and vertical pixels,

a horizontal pixel counter for counting pixels read from the virtual memory in a horizontal bit stream;

a horizontal pixel filter for removing pixels from the horizontal pixel bit stream;

a vertical pixel counter for counting pixels read from the virtual memory in a vertical bit stream; and

20 a vertical pixel filter for removing pixels from the vertical pixel bit stream,

whereby the remaining pixels from the horizontal and vertical bit streams are stored in said display memory for viewing on the device display.

- 25 8. A handheld device according to claim 7 wherein the handheld device is adapted to operate in connection with a wireless telecommunication system in loading said web page.

9. A handheld device according to claim 7 wherein the virtual memory is configured to store an SVGA Web page.
 10. A handheld device according to claim 7 wherein display memory is adapted to store a resized 640x300 page.
- 5 11. A handheld device according to claim 7 wherein the horizontal and vertical pixel filters are low pass filters.